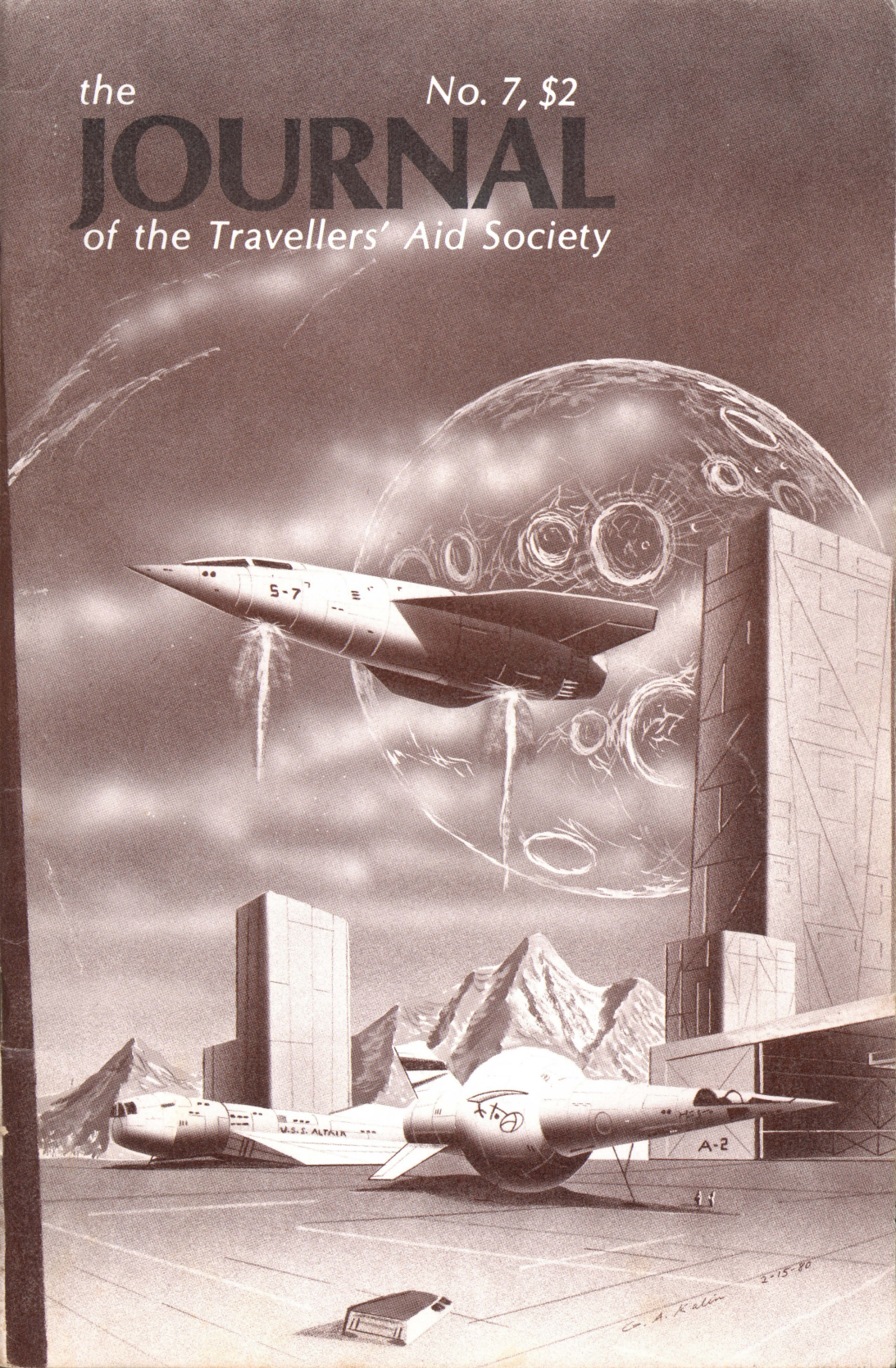
the

No. 7, $2

JOURNAL

of the Travellers' Aid Society



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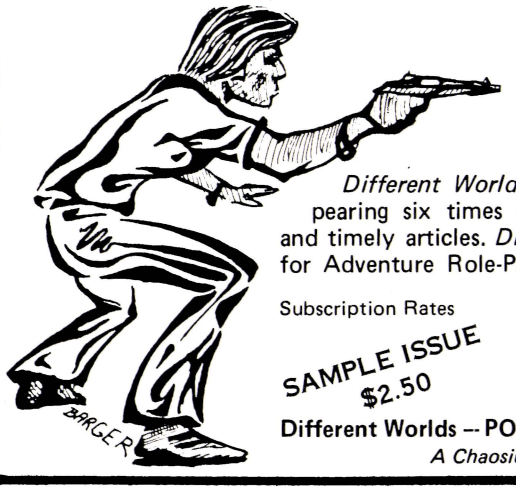

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Dates in this issue of the Journal are given in accordance with an arbitrary Imperial calendar of 365 days. The expression of date consists of a three-digit day number (showing the current day of the year), followed by a dash and a four-digit year number (showing the current year since the founding of the Imperium).

The date of this issue is 090-1107, or the 90th day of the 1107th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science-fiction gaming magazine dedicated to *Traveller,* GDW's role-playing game set in the far future.

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Artists in this issue: Liz Danforth— p 29; William H. Keith, jr.— p 6, p 14, p 25-27, p 32, p 36p 38; Gary Kalin— cover; Chris Purcell — p 8-11.

WINNER — H.G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING. 1980.

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Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts; we will send a style and want sheet.

From the Management

A new feature begins this issue. . . *Contact.* In Contact we will deal with the intelligent beings of the universe, a subject many Traveller players and referees are sure to be interested in. For several years, we at the Workshop have been wrestling with the problem of how to handle all the various non-human (and peri-human) intelligent beings that are potentially one of the most exciting aspects of SF role-playing games.

Contact will contain enough material to permit referees to begin using the being described with minimal delay. For most aliens, the information contained in Contact will be complete, but for some (particularly our six major races) the space we can allocate in the Journal will be woefully inadequate. In these cases, we will give enough data to permit referees and players to look a race over and decide if it is interesting enough to warrant incorporation into a particular campaign, and will publish more material later (either in the form of other articles or as supplements).

The biggest problem we see in using aliens is a question of work. To do aliens right requires a lot of work. It is not enough to conjure up a creature seven feet tall, with three arms, purple skin, and an eye in the middle of its forehead and call it an alien. If the only difference between the being described and a human is external, the being is nothing more than a person in an alien suit and the physical description should include a zipper down the front. An alien should have a complete, coherent, consistent background. What did the being evolve from? When did its forebears attain intelligence, and in response to what stimuli? What effect does the being's biological make-up have on its behavior? What is the nature of the being's home culture, and how does this culture effect its behavior in various situations? All of these things and more should be considered when creating an alien, even if no player-characters are to be of the race. (We've done all this for the major races we have designed...although it may take a little time for it all to see print.) The more work put into the design of an alien race, the longer it will be before your players get tired of that race.

Players who wish to use alien characters must work as hard as the referee. In addition to studying the background created by the referee, the player must strive to always keep in character when playing an alien persona. If the characteristics of a race require reckless bravery in certain situations, then if those situations occur, a player must be willing to wade cheerfully into hand-to-hand combat with seven Imperial marines. A certain amount of inconsistent behavior is permitted, but people who want to be aliens must be willing to act the part.

While the work required to incorporate aliens into a campaign is large, the benefits are enormous in terms of player interest and options open to the referee. Playing an alien well can be the ultimate role-playing challenge to a player, and encounters with aliens offer a wide range of new and different (but not always pleasant) experiences even

for players who do not choose to play alien characters.

The Universal Military Service Registration form shown at the bottom of this page should be familiar to some of you. We have been running it on the mailing wrap for the last couple of issues. Because those readers who buy their Journal at a hobby store will not have had a chance to see the form, we have decided to run it inside this issue, and extend the final registration deadline to June 1, 1981.

The form is provided as part of a long range plan for Traveller players. Please fill out the form and mail it to:

The Journal, PO Box 432, Normal, Illinois, 61761.

It will be kept on file for (frankly) advertising purposes over the next year. The form or a photocopy of it may be used, (if you don't want to rip a page out of your Journal).

John Harshman has asked me to thank all those who submitted information to him for his star/planet generation system. The response has been tremendous and given him many useful leads, which he is now following up as his time permits.

Loren K. Wiseman

Traveller is available overseas through GDW distributors in the UK and Australia.

United Kingdom: Traveller (and its additional booklets, adventures, and supplements) is printed under license from GDW in the UK by Games Workshop, 1 Dalling Rd, Hammersmith, London, W6.

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TAS Form 97

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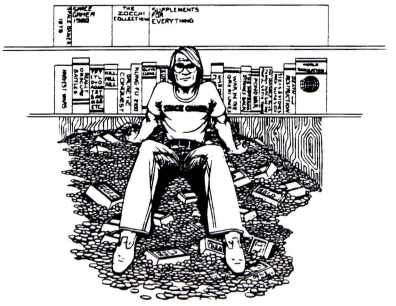

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TRAVELLER NEWS SERVICE

RUIE/REGINA (C-776977-7) **Date: 003-1107**

¶ Military authorities in the Jingarlu army on this non-Imperial frontier world are apparently encountering difficulty hiring mercenary striker units for use along the Jingarlu-Nebelthorn border. For over a year, border tensions between the two nations have been increasing and numerous incidents have caused the normally stormy relations between the two governments to break down altogether.

¶ Jingarlu has often hired mercenary units from the Spinward Marches of the Imperium to beef up its border constabulary in times of tension, but such units are largely unavailable at the moment. Jingarlu authorities speculate that large scale Imperial Army hirings in the Regina subsector for use on Efate may be the cause of the shortage, but reliable Imperial sources deny that hirings have been higher than normal. Ω

DENEB/DENEB (A-000895-E) **Date: 021-1107**

¶ A message boat, two months out of date, has arrived from the Old Islands subsector with word of extensive fighting in that remote, non-Imperial region. Old Islands subsector, due to its astrographic location, has never been integrated into the Imperium. The combination of fairly uniform tech levels, aggressive trade policies, and numerous autonomous governments have traditionally made it an area of continuing instability. It now appears that that instability has erupted into open warfare. Ω

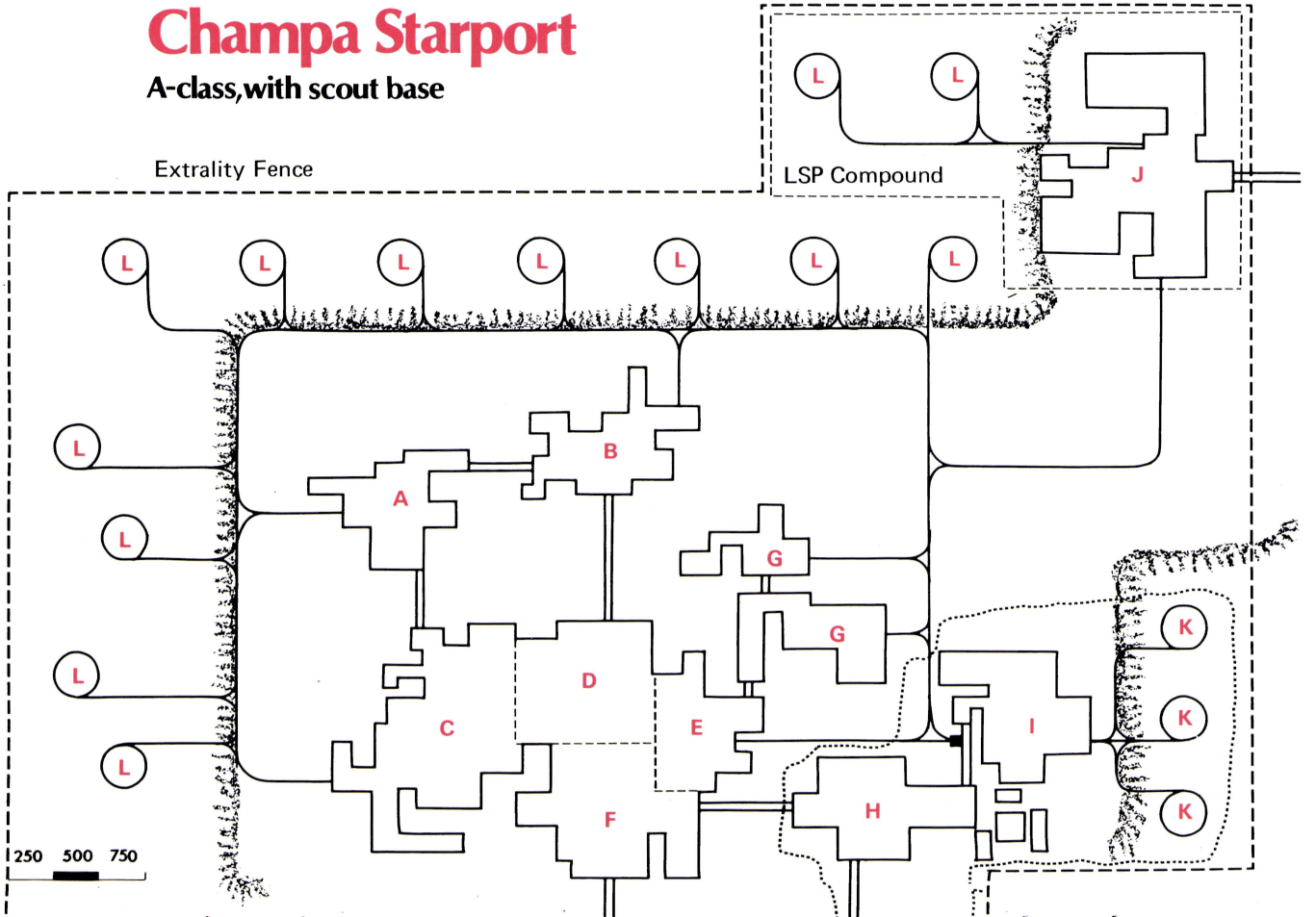
SCARAMOUCHE/HARLEQUIN (A-7C6503-9) **Date: 088-1107**

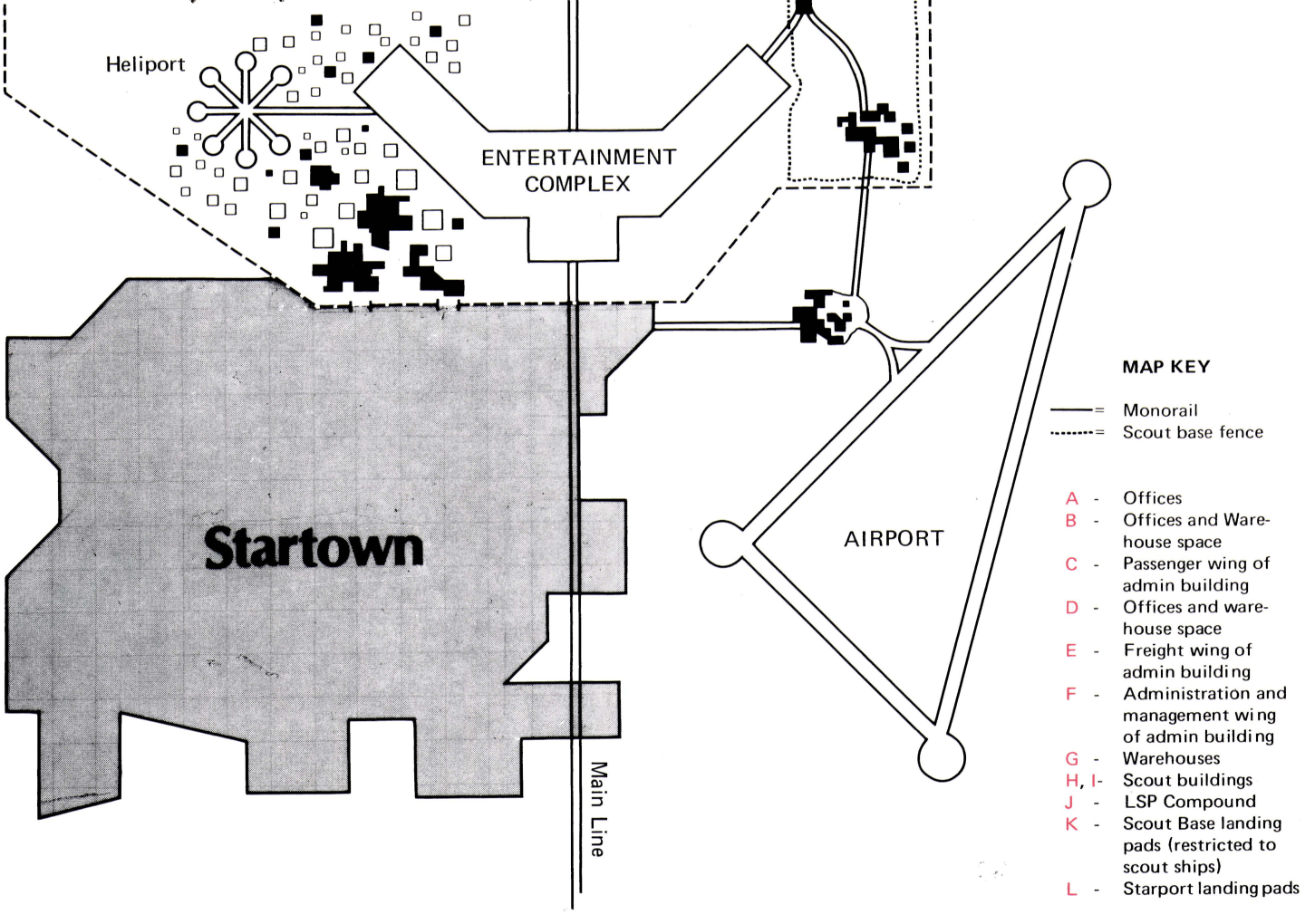
¶ As the Solomani-inspired insurgency on this rim world has gradually lost popular support and has been clearly beaten militarily, the Imperial travel interdict has been lifted and Scaramouche has now been upgraded to travel zone Amber from Red. Order has been restored in all of the major population centers and the Travellers' Aid Society is pleased to announce the re-opening of its class A facilities at Brogan's Down Starport. Travellers are advised to exercise caution, however, when travelling to this world as sporadic fighting still continues in rural areas and local curfew regulations are strictly enforced. Ω

Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.

Champa Starport

A-class, with scout base




Heliport
ENTERTAINMENT COMPLEX
Startown
AIRPORT
Main Line
MAP KEY
= Monorail
= Scout base fence
A - Offices
B - Offices and Warehouse space
C - Passenger wing of admin building
D - Offices and warehouse space
E - Freight wing of admin building
F - Administration and management wing of admin building
G - Warehouses
H, I - Scout buildings
J - LSP Compound
K - Scout Base landing pads (restricted to scout ships)
L - Starport landing pads

continued from page 7

The major facilities of the port are located on an island off the coast of the largest continent of Champa. These facilities include the starport itself, (with its ancillary administrative buildings), the ground station of Champa Scout Base, a residential community for the starport employees, a resort/hotel/shopping center/office complex, and the dirtside facilities of LSP.

Outside the limits of the starport proper lies startown and further away, the seaport city of Hapuong.

The starport itself consists of a number of landing pads, a monorail transportation system linking the pads and the rest of the port, a blast protection berm to localize the effects of a catastrophic crash or other accident, and a number of buildings housing the administration and operational facilities of the starport.

The landing pads are 250 meters in diameter, and are constructed of reinforced concrete in the case of Champa, although other materials are used elsewhere. Surrounding the pads, (but not shown on the diagram on pages 8-9) are a number of underground dispersal bays or hangers for maintenance, minor refitting, and storage of ships. Some of these bays can accomodate ships as large as 400 tons, but most are designed to hold free traders, scouts, shuttles, and other small craft. Larger vessels can be accomodated by the construction of a temporary shelter over the ship after it has been towed off the pad. (Vessels larger than 400 tons seldom land on the planet's surface; their needs can be met far better in orbit. Cargo is usually transferred dirtside in shuttles or other small craft).

The monorail transportation line travels along the blast protection berm, connecting the landing pads with each other and with the rest of the starport. It is a double track line, one carrying freight, one passengers. The trains are computer controlled, and powered by batteries which require periodic recharging but eliminate the need for power in the rails themselves.

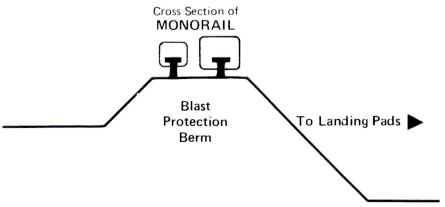
Small feeder rails connect the pads with the main line, and unloading/loading equipment (forklifts, cranes, etc.) is available at each pad.

The starport has gone through a number of expansions, and this is reflected in the number and location of the various buildings of the port. The old passenger and freight terminals have been converted into offices and storage space for the many firms (transportation related and non-transportation related) which find it convenient to maintain offices in the starport. In 1054, when the starport was upgraded from B type to A type, a new building complex was added, containing the combined passenger/freight/administration facilities of the starport. Since then, two new warehouse buildings have been added to keep up with the transport and storage requirements of the booming economy of the sector.

The passenger wing of the new building complex contains ticket sales areas, lounges, baggage handling facilities, cafeterias, a small library, and offices of travel agencies, tourist aid groups, and customer service representatives for the passenger lines using the starport.

The freight wing contains the offices, cargo handling facilities, and warehouse space of the hundreds of interplanetary and interstellar freight transport firms which do business in the sector.

Keeping a starport functioning requires thousands of people — skilled mechanics and engineers to keep the myriad pieces of equipment in working



order, communications operators who operate the myriad links with the outside world, cargo handlers, spacecraft traffic controllers, security forces and, above it all, the administrators, clerks, janitors, and supervisors of the city that is Champa Interstellar Starport. The administration building houses all these operations and more — it is a constant beehive of activity, 24 hours a day, throughout the year.

Champa Scout base consists of a small orbital refueling facility in high orbit, and a ground facility, containing the local headquarters of the megacorporation. The scout base provides fuel, repair parts and technicians, food and lodging for scout shops in the system, and certain limited benefits for retired scouts, such as free fuel and repair services.

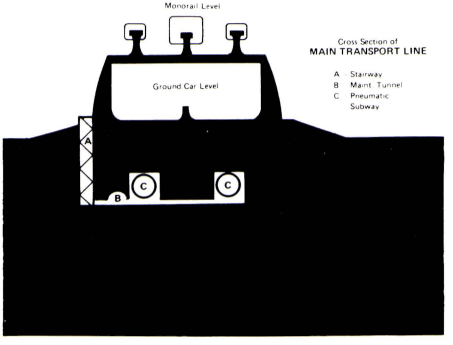
The scout base buildings consist of an administration and operations building, hanger and repair buildings, and a small barracks for active duty scouts. The scout base has its own monorail and ground car connections with the planetary transportation network.

The Ling/Standard facilities on planet consist of a warehouse, a small craft assembly plant, and the company's administrative offices, as well as a small number of luxury accomodations for visiting LSP executives and other vips.

A small number of retail businesses and housing units have been allowed to exist inside the starport's extrality fence in order to provide housing and entertainment for employees of the starport and their dependents. This area is mostly residential, and visits to it by spacefarers are not encouraged by the port authorities.

The entertainment complex is located just inside the extrality fence next to the residential community mentioned above. this complex contains luxury hotels, restaurants, and entertainment facilities of all sorts (usually at two to three times the going rate), as well as shops, stores, and the local Travellers' Aid Society facility. Almost any product or service can be had here, duty free and (usually) at exorbitant prices.

The area immediately outside the Imperial extrality fence is called startown on most planets because it is devoted almost entirely to satisfying the baser urges of starship crewmembers. Like the waterfronts of seaport towns in earlier years, startown is a wretched hive of scum and villiany, considered to be the worst area of the starport district. Startown is dealt with in more detail elsewhere in this issue (see R&R by T. R. McInnes, page 34). Casual visitors and the faint of heart are urged to stay out of startown.

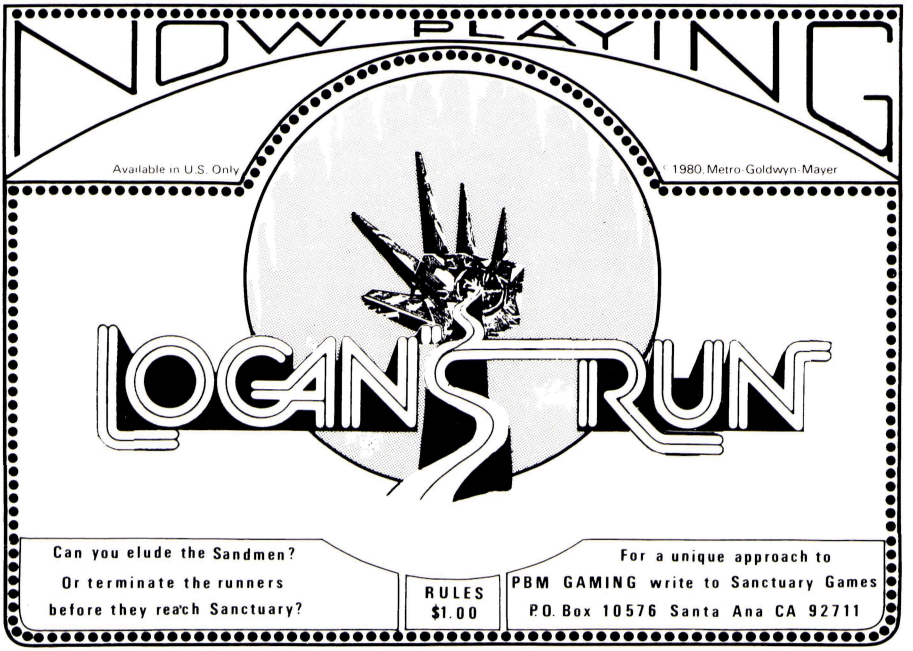


The major portion of the starport is surounded by a 3 meter high loose weave wire cyclone fence, demarking the limit of Imperial extraterritoriality (often shortened to extrality). The region inside this fence is under direct Imperial authority, and local planetary laws do not apply. Goods may be purchased here without duty, and taxes are limited to a small Imperial income tax. Violators of local laws may find asylum and sanctuary from restrictive local regimes, but if the fugitive has committed an act which is in violation of a local law that is also a violation of Imperial law (murder, most felonies, and so on) and is not being sought for political reasons, Imperial officials will hold and extradite the fugitive.

Depending upon the nature of the planetary government, the extrality limit may be marked by a simple wire fence or more complex barriers, resembling the Berlin wall of old Terra. This is usually done to prevent citizens of the planet from leaving without authorization and to enforce rigorous customs laws. On Champa, the customs laws are not particularly restrictive, and conditions are not such that large numbers of the populace wish to leave. For this reason, the extrality boundry fence is merely a formality, and the customs checks are not too rigorous.

Although, strictly speaking, the law level of the starport permits any weapon to be carried openly, the laws against property damage, murder, and extortion are rigidly enforced, by the battalion of Imperial Marines (tech level 15) barracked at the scout base, if necessary. The owners of most businesses frown on open display of weaponry, and will usually refuse to serve walking arsenals (bear in mind that they can also have any weaponry, and are legally permitted to defend their property if attacked).

Loren K. Wiseman



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ATTENTION ALL JOURNAL READERS

Due to rising costs of materials and labor, The Journal of the Travellers' Aid Society regretfully announces that it must raise its prices.

With Issue number 8, the cover price will rise to $2.50 per copy, and as of April 1st, 1981, the subscription price will rise to $9.00 for four issues. In order to cushion the shock somewhat, there will be a special surprise in issue number 9. Watch for it!

setting these goals. Don't abuse it! Just because your character leaves service with a fat bonus, glory, and everything else he ever wanted, don't retire on the spot to sell shoes or open up a restaurant. On the other hand, wanting to be emperor might be a bit much . . . if you set your sights that high, don't expect the climb to be easy. Aiming high is usually better than aiming low but you should strike a balance between the desirable and the possible.

Playing in character is an important part of Traveller, too – if for no other reason than the flavor it lends to the game. Make the character rash or cautious, wise, vain, impulsive, or cowardly – whatever you like, whatever seems right for the character, but make sure you then play the part! A cautious character is highly unlikely to volunteer to crack his faceplate in order to check the atmosphere outside. You can be inconsistent sometimes – that's a human trait too – but by and large each character will have a defined, distinct personality. It will belong to that character . . . and may well differ from the personality of the person who created him or her. True role-playing demands that this be done . . . but it is achieved in practice all too rarely.

As more and more alien characters turn up in the Traveller universe, it will be of increasing importance for players to think and act in totally unfamiliar ways. The mental make-up of an alien being will be a reflection of the values and ideals of the being's society, which will in turn derive from the evolution and characteristics of the race as a whole. A case in point is that of Larry Niven's puppeteers, a race famous for one major character trait: cowardice. A puppeteer will not fight, he will run away. If one does fight, you're looking at a dangerously unstable puppeteer. And one who fights willingly is wildly insane . . . in either case, expect such a being to be an outcast among its own kind. The Traveller player who has a character with traits like this must always keep them in mind! Check all your human values and ethics at the door; then develop, understand, and act upon those which belong to your alien character.

To put it all together, the key to a sucessful Traveller game does not lie in the situations, the hardware, or in the action: the true excitement of the game is in the interaction of characters with the referee, the world around them, and each other. Authors must be aware of this to write science fiction . . . successful S-F movies need personalities as much as they need special effects. So the Traveller player who spends all of his time on his arsenal and none on the understanding or development of his or her character will never capture the same excitement, the same dramatic feel, as the player who makes an effort to be creative.

J. Andrew Keith

The following 8 pages are the second in a three part installment detailing the major modifications to the 1979 edition of High Guard. The Journal is publishing these pages as a service to our readers who may have the 1979 edition but do not wish to purchase the 1980 edition. The pages have been placed in the center to facilitate removal.

The text is an exact duplicate of pages 38 through 45 of the 1980 edition of High Guard and deals with ship to ship combat. It entirely supersedes the 1979 combat section.

Starship Combat

This combat system makes use of the Universal Ship Profiles (USP) generated by the previous starship construction rules. Certain assumptions are made with these rules: first, that an encounter has occurred and that it must be resolved by combat, and second, that the starships involved have been classified using USPs.

Combat using these rules may be one-sided (the referee manipulates the opposition) or two-sided (with players controlling their own squadrons on each side).

REQUIRED MATERIALS

In addition to these rules (and to the ubiquitous six-sided dice) the following materials are required for each ship involved:

1. A Marker. This marker indicates the ship and may be as simple as a cardboard counter, or as elaborate as a miniature starship figure or model.

2. A Ship's Data Sheet. Completely filled-out, this form (photocopied or reprinted from page 38) provides the data for the ship to use in combat. Temporary combat results are marked on the form. Alternatively, each ship may be listed by USP (and other data) on a sheet of paper using the format given in ship construction; allow sufficient space around each USP to mark combat results.

SCALE

High Guard uses the following scales in this space combat system:

1. Distance is represented by two indeterminate ranges which are labeled short and long.

2. Time is represented by turns equal to twenty minutes each.

3. Units represented are individual ships, small craft, and fighters.

SEQUENCE OF PLAY

The combat procedure is played in a series of turns or combat rounds. Each combat round is divided into a series of discrete steps, in each of which different actions may be performed. In turn, these steps are performed in a definite sequence (shown on pages 48 and 49). No action may be performed out of sequence. The steps of a turn are repeated and explained in the rules below.

BATTLE FORMATION STEP

Both players form their ships into two lines each. The first is the line of battle; the second is the reserve. Ships in the line of battle may fire and be fired upon. Ships in the reserve are screened; they may not fire and may not be fired upon unless their defending line of battle is broken (see Breakthrough).

Launch and Recovery: Ships carrying vessels (small craft or big craft) may launch or recover them. A launch facility may launch one vessel each per turn. A launch tube may launch up to forty vessels in a turn. A ship with a dispersed structure configuration may launch all its vessels in one turn. Recovery of craft is performed at the same rate.

Vessels are ready to engage in combat in the same turn that they are launched.

INITIATIVE DETERMINATION STEP

Initiative for each turn is determined by dice rolls, with modifications. The player with the higher die roll has the initiative and is termed the attacker; the other player is the defender. Note that this has nothing to do with who fires at whom. In the case of a tie, roll again. There are three possible DMs on the initiative die roll. The player with the faster fleet is allowed a DM of +1; the faster fleet is defined as the one whose least agile ship has the highest agility. For example, if one player has three ships with agility 5, 5, and 1 while a second player has three with agilities of 2, the second player has the faster fleet.The player with the most ships in his or her line of battle (all those counted must be capable of both fire and maneuver) is allowed a DM of +1. If the fleets are being used as a part of a campaign, and characters are operating the fleet, then each player may use the fleet tactics skill of the overall commander of the fleet as a +DM.

RANGE DETERMINATION STEP

There are two possible ranges of engagement: long and short. All ships in a battle are at the same range of engagement. This range may alter from round to round. On the first round of any battle, however, the range is automatically long. On each subsequent round, the player with the initiative chooses the range. Lasers, particle accelerators, and meson guns are most effective at short range. Missiles are most effective at long range. Energy weapons fire only at short range.

PRE-COMBAT DECISION STEP

There are several decisions players must make before the firing begins. The defender must make all these decisions before the attacker. In addition to the decisions covered below, see the Black Globe rule.

Breaking Off: There are two ways for a ship to break off from the battle: by jumping out of the system or by accelerating away from the enemy. Ships may attempt to break off one at a time or in groups.

Jumping: A ship which breaks off by jumping must have a destination and enough fuel to get there. It must expend energy points equal to two turns output from a power plant whose number is equal to the jump being attempted (EP required =0.01MJn). If it can do this in two turns, it jumps at the end of two turns. If it can do this in one turn or less, it jumps at the end of one turn (in the pursuit step). A ship which cannot summon the required energy in two turns may not jump at all. For instance, if a ship with power plant 8 attempts jump 5, it takes two turns; if it attempts jump 4 (or less), it takes only one turn. Energy used to power the jump may not be used for other purposes. Ships may jump from the line of battle or from the reserve; they may jump at any range of engagement.

Acceleration: A ship which breaks off by acceleration must start at long range. It automatically escapes at the end of the pursuit step if it is not pursued. See Pursuit. A ship may break off from the line of battle or from the reserve.

Emergency Agility: A ship may be declared to be using its emergency agility during the pre-combat decision step. If so, the ship may not fire any of its energy consuming weapons (all but missiles and sandcasters), but its agility becomes equal to its maneuver drive or its power plant number, whichever is less. The ship may still use its computers and screens. This tactic is especially useful when breaking off by acceleration.

COMBAT STEP

In the combat step, all ships in both sides' main battle lines may fire their weapons at any other ships in the enemy battle line. To avoid chaos, this procedure has been ordered. To begin, each player organizes the ships in his or her line of battle in order of size with the largest first. Fire is conducted with one ship at a time as target. First, the attacker (the player with the initiative) puts forward his or her largest ship. The defender may fire at it with any of the batteries of any of his or her ships. He may fire as many or as few batteries as he wants, from any combination of ships. He may even decline to fire at all. After all fire against that ship has been resolved (but remember that damage does not take place until the damage step) the defender puts forward his largest ship and the attacker's ships may fire. This continues with players alternating until all ships have been exposed to fire (but not necessarily fired upon) once. If one player has more ships than the other, the rest are exposed to fire at once after the other player's last ship. Each battery on a ship may fire once in the turn, either offensively against another ship, or defensively against incoming fire. Fire against each ship occurs in the following sequence:

A. All batteries which will fire against that ship must be stated.

B. Dice are rolled for each battery to determine if it scored a hit.

C. For each battery that achieved a hit, dice are rolled to determine if it penetrated the defensive fire of the target. Each battery fired by the target ship as defense may not be fired again in the turn.

D. Dice are rolled to determine if the passive defenses of the target ship are penetrated.

E. If the battery has hit and then penetrated all defenses, then damage inflicted is determined.

There is an attack table for each type of weapon (missile, both nuclear and non-nuclear; beam weapons, including lasers, plasma and fusion guns; meson guns; and particle accelerators). The first portion gives the hit number for each weapon factor. This is the number which must be rolled or exceeded on two dice in order to score a hit. The die roll may be modified by a number of factors as indicated in the notes to each table. If the weapon does not score a hit, there is no further effect.

If a weapon does score a hit, then it must penetrate first the defensive weapons and then the passive defenses. Defensive weapons (sandcasters, repulsors and beam weapons used as missile defense) must be allocated against the hits of specific batteries. For instance, if a ship has eight laser batteries and has been hit four times by enemy missiles, the player may allocate two laser batteries against each missile battery hit, all eight lasers against one of the missile battery hits, or any other combination which satisfies the player. Passive defenses (nuclear dampers, meson screens, and configuration) resist each battery that hits. Both defensive weapons fire and passive defenses are resolved in the same way. Consult the relevant portion of the weapon's attack table. The number at the intersection of the column corresponding to the attacking weapon's factor and the defending factor must be rolled or exceeded on two dice to penetrate the defense. The die roll may be modified as indicated by the notes on the table. If there is no portion of an attack table for a defending weapon or passive defense, that defense is useless against that weapon.

Weapons which penetrate the ship's defenses inflict damage on their targets. Each battery is allowed one roll on one or more damage tables, depending on weapon type. This roll may be modified by various factors.

Spinal Mounts: All spinal mount weapons which hit and penetrate inflict one extra damage roll (on each appropriate table) for each letter by which their size exceeds 9. For example, a particle accelerator with a code of A gets 2 rolls on both the surface explosion and radiation tables; a factor of B receives 3 rolls, etc. The number of extra rolls is reduced by one for each factor of armor the target ship has (but a weapon always gets one roll). Meson guns are not reduced by armor.

Critical Hits: All batteries whose weapon code exceeds the size code of the target ship will inflict (if they hit and penetrate) automatic critical hits equal to the size difference. For example, if a missile battery of factor 9 hits a size 4 ship, it will (in addition to any other damage) inflict 5 critical hits. These critical hits are reduced in number by one for each two factors of armor the target ship has; round odd numbers down. Meson gun hits are not reduced by armor.

BREAKTHROUGH STEP

A breakthrough occurs if all of one player's line of battle ships have been rendered incapable of firing any offensive weapons. If this occurs, the other player is allowed to fire all of his or her line of battle ships at any of the ships in the enemy's reserve. The (formerly) screened ships are not allowed to fire back, but may fire defensively. In the next turn, the player may form a new line of battle.

PURSUIT STEP

Ships breaking off by acceleration must begin at long range; they may break off from the line of battle or the reserve. Ships may break off alone or in groups; a group breaks off at the agility of its slowest ship. Ships breaking off from the reserve (assuming the line of battle has not been broken through) do so as if their agilities were two greater than they are. Enemy ships (from the line of battle or the reserve) may pursue if their agility is at least equal to that of the group breaking off. Each group of pursued and pursuers forms a small battle of its own. No ships ever return to the main battle. Ships may attempt to break off from their pursuers. A ship succeeds in breaking off if it is not pursued. Emergency agility may be used to determine agility for the purpose of breakoff and pursuit, if it has been declared.

Suppose three Imperial ships, the *Alpha* (agility 4), *Beta* (5), *and Gamma* (5) are fighting three Solomani ships, the *Chi* (6), *Psi* (5), and *Omega* (5). The *Omega* has an emergency agility of 6. The Imperial player puts the *Gamma* in the line and his other two ships in reserve; the Solomani puts Chi and Psi in the line and Omega in reserve. The Imperial player wins the initiative and chooses long range. In the pre-combat decision step the Solomani, suspecting a break-off attempt, decides to use the *Omega's* emergency agility. Sure enough, the Imperial player announces that all three of his ships will break off. The combat step passes without major losses on either side. In the pursuit step, the *Beta* automatically escapes because her agility-5 is raised to 7 by being in the reserve; none of the Solomani can catch her. *Chi* and *Omega* (agility-6 each) pursue the *Alpha* (also effectively agility-6). *Psi* pursues *Gamma.* In the next round *Alpha* is incapable of breaking off and will probably be destroyed. *Gamma,* fighting *Psi,* again gets the initiative and again tries to break off. In the combat step she achieves a fortunate hit on *Psi's* maneuver

drives and suffers no corresponding damage herself. *Psi* now has an agility-4 and is unable to pursue, so *Gamma* escapes.

THE BLACK GLOBE

Since a black globe absorbs all energy, a ship with its field on is protected from all fire. Unfortunately, the forcefield works in both directions; the ship may not fire, maneuver, or even see out. These limitations would make the black globe of little value in battle if not for the ability of the field generator to flicker– switch the field on and off many times per second– giving the ship part-time protection while still allowing it to fire, maneuver, and track enemy ships during the "off" intervals. A black globe screen's factor is its maximum rate of flicker; a screen may be on up to 10% of the time times its factor. For instance, a screen with a factor of 2 may flicker at a maximum rate of 20%; it is on 20% of the time in every second. In the pre-combat decision step, a player decides the flicker rate of each ship's black globe (if any), which may range from its maximum rate down to zero (off).

Each 10% of flicker acts as two levels of armor, protecting the owning ship and any enemy ship it fires at. For instance, if a ship has a black globe with a factor of 4 operating at the maximum of 40% flicker rate, all damage rolls against the ship will receive a DM of +8, and all damage rolls it inflicts on enemy ships will also have a +8 DM. Unlike normal armor, a black globe also affects meson guns.

Energy striking a black globe screen is diverted to the ship's capacitors. Each ton of capacitors will hold 36 energy points. When the screen is flickering, a percentage of the incoming energy equal to the flicker rate is absorbed. In order to strike the black globe, the weapon must first hit and penetrate all defenses. The amount of energy a weapon transfers depends on its type and factor. Turret and bay weapons inflict a number of energy points equal to their factors times the energy point requirement for one such weapon installed in a turret. Non-nuclear missiles inflict two points times their factor; nuclear missiles inflict 100 points times their factor; meson guns inflict 20 points times their factor. Spinal mount weapons inflict their full energy point requirements. For example, a particle accelerator bay with a factor of 8 would inflict 40 energy points each time it hits and penetrates. If the target ship's black globe is operating at a flicker rate of 10%, the ship's capacitors would absorb 4 energy points.

If a black globe absorbs energy and the ship's capacitors are already full, the ship is destroyed. A ship without additional capacitors installed has capacitors (for the jump drive) equal to 0.5%MJn.

Stored energy may be removed from the capacitors by using it to power the ship. Energy may only leave the ship, however, when the black globe is off (or during the off intervals of its flicker). During a turn, a ship may dispose of its energy from its capacitors equal to the number of points generated by its power plant, minus 10% for every 10% of flicker rate of the black globe screen. For example, if a ship's black globe screen is operating at 60% and its power plant has an output of 1000 EP, 400 EP may be removed from the ship's capacitors that turn.

The screen also affects a ship's ability to maneuver. A ship's agility is reduced by 10% (round fractions to the nearest whole number) for each 10% of flicker rate of its black globe.

Instead of flickering, any black globe may be turned completely on. No enemy

fire will affect it, but the ship may not fire or maneuver. While the black globe is on, all enemy fire automatically hits the screen, and 100% of its energy is absorbed. No energy may be removed from the ship's capacitors while the screen is on. All fire also automatically hits (although it may not penetrate the ship's defenses) in the first turn after the black globe is turned off.

If a ship absorbs enough energy to make a jump, and is supplied with sufficient fuel, it may jump at the end of the turn.

Invisibility: Since a black globe field absorbs all energy, a ship with its field completely on is, at any range over a few kilometers, effectively invisible. In battle this will have no effect, since a ship that suddenly disappears from enemy sensors in this way will have its course predicted on the basis of its last known position; since the ship cannot maneuver while in the field, the prediction will always be correct.

However, the advantages to a fleet which has not yet been detected by the enemy are immense. Suppose, for instance, that a fleet were to jump into a system with its black globes on and its velocity set upon a predetermined course. It could drift unseen past any defending fleet and drop its screens at a preplanned moment, to bombard a planet or to engage enemy fleets by surprise. Further tactical possibilities are left to the imaginations of the referee and players.

BOARDING

Disabled enemy ships may be captured by boarding. In order for boarding to take place, two conditions must be satisfied.

First, the ship to be boarded must be disabled; it must be incapable of maneuvering, all of its offensive weapons must be disabled, and it must not have a working black globe generator.

Second, it must be separated from protecting friendly ships; this is assumed to occur if, at any point after the ship is disabled, the owning player has the initiative and changes range from short to long (retreating, in effect).

At any time thereafter, the ship may be boarded. Any ship capable of maneuver may attempt to board, and may do so from the safety of the reserve. A boarding party consists of the ship's troops. If the ship has no marines, it will have security troops (consisting of one-third of the ship's service crew section); only marines and troops may board. The entrre remaining crew of the disabled ship may defend.

Boarding actions may be resolved using deck plans and personal combat rules (from Book 1), or the *Snapshot* or *Azhanti High Lightning* rules, or the following abstract system may be used.

Boarding Action Resolution: Each player rolls one die, and applies the following DMs. For each five marines, +1. For each ten (non-marine) troops, +1. For each 50 (non-marine, non-troop) crew, +1. The player with the higher modified die roll gains (or retains) control of the ship. In the case of ties, roll again. Win or lose, each side takes casualties equal to twice the other side's modified die roll. If a boarding attempt succeeds, all surviving enemy crew are taken prisoner; the boarding party becomes a prize crew and may make use of all still-operating ship systems. Additional crew may be transferred to the captured ship, to make repairs, and perhaps even to return it to combat. If the attempt fails, the boarding player is forced outside the ship. They (or anyone else) may attempt to board again in a later turn. A captured ship may be the target of a boarding party from the original owning player.

THE FROZEN WATCH

A ship's frozen watch is a reserve pool used to replace crew casualties. If a ship has a frozen watch, it may be revived and used to replace one crew casualty; for instance, a ship which has been reduced to a crew factor of 2 may restore its factor to 3 by reviving the frozen watch. This process takes two turns. Obviously, if the frozen watch has been revived and the ship suffers another crew hit, the frozen watch may not be revived a second time.

DAMAGE CONTROL AND REPAIR

It is possible for a ship to undertake emergency repairs during a battle. The ship must be in the reserve and its crew must be intact (its crew factor is at full value). The crew may attempt to repair one ship system for each 10,000 tons of ship, or fraction thereof. Attempts may be made to repair weapons (both offensive and defensive), screens, drives and power plants, and computers. A repair attempt takes one turn, and succeeds on a dice roll of 9+. A successful repair attempt negates the effect of one hit; in most cases this means that the repaired system regains one lost factor; weapons batteries that were knocked out with one hit are restored to full function. The crew may not attempt to repair the same system more than once in a turn (although different batteries of the same weapon type may be repaired). The effects of critical hits may not be repaired. The referee should keep in mind that these emergency repairs are jury-rigged and may not survive long under hard usage.

After the battle, damaged ships may be repaired at shipyards. Jump drives may be repaired at class A starports; any other ship systems may be repaired at class A or B starports. In any case, repairs must be conducted at shipyards of the required tech level (although the referee may make exceptions). Repair costs one-half the purchase price of a system; systems which have been the victims of critical hits must be entirely replaced at full price. Systems which have been repaired during the battle must still be repaired in a shipyard to function properly in the long run.

INDIVIDUALS

The skills of individual participants in a battle may affect its outcome, and the reverse is certainly true.

Skills. The skills of player characters, if sufficiently higher than average, may have a noticeable effect on the battle. The average skill level of a non-player character in his assigned job (and hence the background level of the combat system) is assumed to be two. Higher skill levels are useful in four cases:

Fleet Tactics: The skill level of the fleet commander is a modifier to the initiative die roll. See the initiative determination step.

Ship Tactics: The skill level of a ship's (or small craft's) captain affects its performance. Subtract one from the skill level of the captain and divide it by two, dropping fractions. The resulting number is used as a + modifier to the ship's effective computer level (a computer model/5 is treated as a model/6). The computer must be working at at least level 1 for the modifier to apply.

Pilot: The skill level of a ship's command pilot affects its maneuver. Subtract one from the skill level of the ship's command pilot and divide by two, dropping fractions. The resulting number is used as a + modifier to the ship's effective agility. The ship's agility must be at least one for the modifier to apply.

Ship's Boat: Treat ship's boat for small craft in the same way as pilot for ships.

MISSILE ATTACK TABLE

Missiles must achieve the to hit number (or greater) on two dice. If a hit is achieved, then sandcaster, beam weapons (laser and energy; each type uses the beam section), repulsors, and dampers must be penetrated (throw the number shown or greater on two dice). If all throws succeed, go to the damage tables.

Missiles must be designated nuclear or high explosive before the attack. HE (non-nuclear) missiles ignore dampers; nuclear missiles stopped by dampers have no effect.

DMs Allowed To Hit:
+ relative computer size.
+ target size modifiers.
Energy Weapons: not allowed at long range.
Lasers: -1 at long range.
Missiles: -1 at short range.

DMs Allowed To Penetrate:
+ relative computer size.
Energy Weapons: +2.

TARGET SIZE DM (To Hit)

Size Code	*Die Modification*
0 (zero)	-2
1 to A	-1
B to K	none
L to P	+1
Q+	+2

Use only on die roll to hit.

BEAM WEAPON TABLE

Beam weapons include lasers and energy (fusion and plasma) guns. All use the same table (with DMs shown above). After hits and penetration, proceed to the ship damage tables.

		———*Attacking Missile Factor*———								
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
	To Hit:	6	6	5	5	4	4	3	3	2
Sand or Beam	1	5	4	3	2	1	0	0	0	0
	2	6	5	4	3	2	1	0	0	0
	3	7	6	5	4	3	2	1	0	0
	4	8	7	6	5	4	3	2	1	0
	5	9	8	7	6	5	4	3	2	1
	6	10	9	8	7	6	5	4	3	2
	7	11	10	9	8	7	6	5	4	3
	8	12	11	10	9	8	7	6	5	4
	9	13	12	11	10	9	8	7	6	5
Repulsor	1	15	14	13	12	11	10	9	8	7
	2	16	15	14	13	12	11	10	9	8
	3	17	16	15	14	13	12	11	10	9
	4	18	17	16	15	14	13	12	11	10
	5	19	18	17	16	15	14	13	12	11
	6	20	19	18	17	16	15	14	13	12
	7	21	20	19	18	17	16	15	14	13
	8	22	21	20	19	18	17	16	15	14
	9	23	22	21	20	19	18	17	16	15
Nuclear Damper	1	10	9	8	7	6	5	4	3	2
	2	11	10	9	8	7	6	5	4	3
	3	12	11	10	9	8	7	6	5	4
	4	13	12	11	10	9	8	7	6	5
	5	14	13	12	11	10	9	8	7	6
	6	15	14	13	12	11	10	9	8	7
	7	16	15	14	13	12	11	10	9	8
	8	17	16	15	14	13	12	11	10	9
	9	18	17	16	15	14	13	12	11	10

		———*Attacking Beam Factor*———								
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
	To Hit:	8	7	7	6	6	5	5	4	4
Sand or Beam	1	6	5	4	3	2	1	0	0	0
	2	7	6	5	4	3	2	1	0	0
	3	8	7	6	5	4	3	2	1	0
	4	9	8	7	6	5	4	3	2	1
	5	10	9	8	7	6	5	4	3	2
	6	11	10	9	8	7	6	5	4	3
	7	12	11	10	9	8	7	6	5	4
	8	13	12	11	10	9	8	7	6	5
	9	14	13	12	11	10	9	8	7	6

CONTACT! Aslan

Commonly considered one of the six major races, the Aslan average 2 m in height and weigh about 100 kg. They are descended from four-limbed, upright, bipedal carnivore/pouncer stock, originally adapted to a solitary arboreal existance. The earliest Terran explorers saw in them a vague resemblance to the terran lion. and they have been described as lion-like ever since, although there is very little resemblance. The derivation of the word Aslan is unknown. There are two sexes, male and female. The most notable external difference is the increased size and mane of the former. Females outnumber males by a ratio of 3:1.

Aslan have a single highly specialized claw under each thumb (see illo, p. 26) which folds back jacknife fashion into a horny covering in the base of the thumb and palm. Three fingers oppose a medially placed thumb, all sporting more ordinary retractable claws. The presence of these claws and the nature of their build make the Aslan very clumsy when using human tools.

HISTORY

Approximately 1,800,000 years ago, a climatic shift of catastrophic proportions caused the extensive forests of Onazu (the largest continent on Kuzu, the Aslan homeworld) to almost completely disappear. As the forests dwindled, so did the small fauna upon which the Aslan had preyed, forcing them to venture out on the rapidly expanding grasslands. The larger animals of the grasslands proved too much for a single individual, and the Aslan were forced to take up hunting in prides (Aslan: *hrudi*) in order to survive. The basis of their extremely close family bonds can be found here.

SOCIETY

The Aslan are a warrior race, proud and noble, devoted to those in authority above them. An individual Aslan is usually a member of a family *(e'kho)* of from 2 to 12 individuals under a patriarchal leader. Several families will combine into a pride *(ahriy),* with one family dominant. A number of prides form a clan *(huiha)* again with a top pride. Aside from military organizations and the ruling council, the clan is the highest social/political organization among the Aslan.

A deep-seated territorial instinct causes the Aslan to have an inordinate (from a human standpoint) concern with land. For male Aslan, owning land is a major goal in life.

Landholding Aslan concern themselves exclusively with government, sport, and the military (as high officers) depending upon their wives and daughters to handle the everyday affairs of their lives. An upper class Aslan male has only the sketchiest concept of money and no inkling at all of how to exist in a technological society. He could not survive without someone to manage his affairs and keep him from bankruptcy. This position is traditionally filled by a wife, although another female relative can substitute. The ultimate ambition of many Aslan females (particulary of low classes) is to amass a fortune (so as to demonstrate their ability to handle money) and marry the highest class male possible. The greater the fortune she amasses, the higher class male she can marry.

Because of the male/female ratio it is not possible for all females to marry; indeed, not all wish to. Many enter the military (becoming staff officers) and the remainder become teachers, scientists, engineers, administrators, scholars, and merchants.

An Aslan's stature is determined by the amount of land he (or her husband) controls, and the amount any higher lord he may be vassal to controls. The lowest classes of Aslan are landless, and provide the farmers, laborers, craftsmen, and factory workers. The largest landholds (held by one of the 29 largest clans) consist of several worlds. A holder of a large territory will often grant authority over it to vassals (usually sons, brothers, or male relatives by marriage) who administer the land in his name.

Inheritance of a landhold is from father to son. Custom originally led to fights among sons for the right of heir. The loser(s) could become vassals of their brothers or leave and seek a landhold of their own. With the development of starflight, these excess or "second" sons (ihatei) became the vanguard of the Aslan exploration and conquest of space.

The extremely deadly nature of any combat between Aslan has led to an extremely ritualized pattern of behavior designed to reduce conflict. Aslan are extremely polite and formal, and must be dealt with in such a way as not to insult their honor. Although most have learned to be patient with non-Aslan, accidental fights still occur.

GOVERNMENT

On all levels within the Hierate, and on the lower levels throughout the area of Aslan settlement (including those within the Imperium) the family structure of the Aslan and the governmental structure are the same. Disputes be-

tween individuals are handled by the patriarchs, disputes between families by the pride leader, between prides by the clan leader.

Within the Aslan Hierate, high governmental functions are performed by a council of twenty-nine clan leaders chosen from amongst the most powerful clans. "The 29" (as they are called) have quasi-religious status and represent the essential unity of the Aslan race. To be chosen one of "The 29" is the highest honor to which any Aslan can aspire.

No member of the 29 has authority over another clan, or over the Hierate as a whole, although each councilor has complete authority over his clan and its allies, colonies, vassals, and clients. The 29 meet continously on Kuzu to adjudicate inter-clan disputes and decide matters of group policy. No member of the 29 speaks for the Hierate as a whole.

MILITARY

For the Aslan of the lower classes, and the second sons of most classes, service in the Hierate military forces is the quickest way to gain a large landhold. In addition to medals, Aslan warriors are often granted estates for acts of extreme gallantry, and officers are sometimes given conquered territory along the frontiers to administer.

The military is the segment of the Aslan culture which is the least family oriented, since soldiers are drawn from all societal classes (mostly lower class and second sons).

There are actually no Hierate military forces per se. Each clan maintains its own, which rarely act in concert with any of the others.

ASLAN IN THE EMPIRE

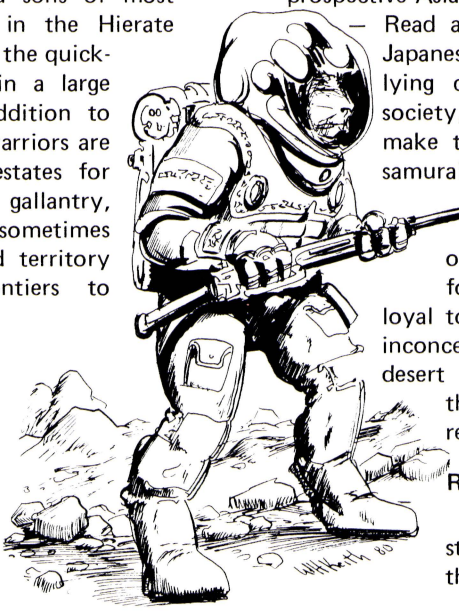
Large numbers of Aslan have settled outside the Hierate borders. Entire planets of Aslan lie within the Imperium, swearing fealty to the emperor and holding land from him personally. Aslan mercenary units are in great demand (even though they must be employed in all-Aslan units because of their equipment requirements) and Aslan merchants ply trade routes throughout most of known space.

PLAYING THE ASLAN

The player who chooses to be an Aslan should bear in mind that while they have many similarities to humans, they are not human, and should not be played as such. Two hints for the prospective Aslan:

1 — Read as much as possible on Japanese samurai. The underlying characteristics of Aslan society, pride and loyalty, make them behave much like samurai of the "Age of War".

2 — Avoid actions that are out of character. Aslan, for example, are very loyal to their friends, and it is inconceivable for an Aslan to desert a friend in danger if there is a chance of rescue.



REFEREEING ASLAN

The referee should strive to keep players of the Aslan within the

bounds of reasonable Aslan behavior. In the initial adventures, it may be necessary to forbid certain actions or force others until the player becomes accustomed to playing Aslan characters.

Space considerations prohibit us from giving enough data to permit referees to generate Aslan characters in Hierate service, but Aslan may be generated and run through any of the Imperial services with only a few changes to the normal system, explained below. Players, for the present, should restrict themselves to playing Aslan within the Imperial sphere of influence.

CHARACTER GENERATION

The six basic characteristics are determined as per book 1, page 4, with the following exceptions: Add 1 to the result of the strength and endurance throws; subtract one from the result of the dexterity throw. Social standing applies only to inter-Aslan relations.

When using the reaction table (book 3, page 23) for Aslan/non-Aslan interaction, apply a DM of -1 to all encounters where the parties are not known to each other. This represents the slight mutual tension between Aslan and other races. Aslan dealing with a non-Aslan who is not going out of his way to be polite will receive a -3 DM to the reaction table throw if male, -1 if female (unless the Aslan is closely acquainted with the non-Aslan). This represents the tendency of Aslan to lose their tempers when not treated in the way they feel they deserve (less in the female than in the male). This rule does not apply to player interactions, only between player and non-player characters.

Aslan may enlist in any service, but males do not do well in the scouts and merchants (DM -4 for enlistment and re-enlistment rolls in these services if male; if female, roll normally). Aslan do very well in the marines and army (males in the combat arms, females as staff officers; DM +1 for enlistment, promotion, and re-enlistment rolls in these services), but males tend to take unnecessary chances (DM -1 for survival if male). Other and navy have no special DMs.

Skills may be acquired as per books 1, 4, or 5. Brawling and blade skills automatically become dewclaw skill. Aslan Marines will accept training in the cutlass, but all Aslan disdain the use of blade weapons, and will carry them only when in parade uniform.

Other benefits are as for humans.

In combat, treat the dewclaw as a knife. Aslan receive +1 to their morale throws if using book 1, +2 if determining morale for a unit of Aslan per book 4.

Please note that the above changes apply only to Aslan within the Imperium. A more detailed Aslan character generation system will appear later.

ASLAN NAMES

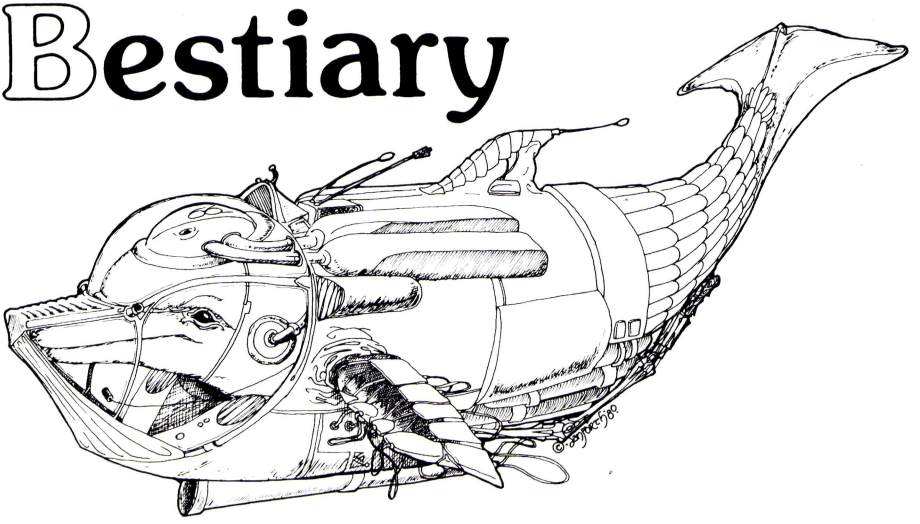
The full details of the formal Aslan name are too complex to go into here, but most Aslan get by (in informal situations, at least) with a shortened version or nickname.

Here is a list of sample Aslan names:

Tlehiui	Esouearl
Tlankhu	Eiwiytlih
Teauearl	Hwyoweas
Kaiear	Akhwohkyal
Ktiskheao	Fesoikhta
Easokhou	Khyuryatre
Yehstahwye	Hrahraiu
Wafoua	Eteasteah
Oakhhafuh	Hruhyaou
Hleakhayes	Iroioah

Loren K. Wiseman,
William H. and J. Andrew Keith

The Bestiary



Dolphins: part II

by Roger Moore

Last time, we covered the dolphin's background and covered its abilities briefly. This issue, we will go into more detail.

SKILLS

Dolphins have less opportunity to learn certain skills (and none at all to learn others, such as gunnery) because of their physical handicaps on dry land. What skills they do learn, however, they learn quickly and well. There is little uniformity amongst the worlds of the Imperium regarding the training and use of dolphins, so a special set of skills tables is presented for their development in Traveller. Six dice are rolled for the number of hits a dolphin can take before it goes unconscious in combat and three dice are used to determine the number of hits it takes before it dies; this system is taken from the section on animal encounters in book 3, p 32. Two dice are then rolled: 9- indicates the dolphin received some civilian occupational training, and 10+ indicates it was involved in a military career in its homeworld's "wet navy". In a civilian occupation, the dolphin is assumed to have served 2-12 two year terms of service before mustering out (equal to 4-24 years). One roll may be made on the basic skills table for each two year term, and a roll on the mustering out table may be made for each term of service in excess of the first 4 terms. Dolphins start their careers at age 4, so a dolphin that served 8 terms in a civilian service would be 20 years old when mustered out, and would have eight skills rolled on the basic and/or civilian skills tables, with four rolls made on the mustering out table. DM's for the intelligence of the dolphin are applied as shown.

Martial trained dolphins will have served 6-16 terms (2D+4, equal to 12-32 years) in civilian and military

positions. One roll is allowed on either the basic, civilian, or military skills tables for each two-year term served; at least four rolls must be made on the military service table. DMs for intelligence and the homeworld's tech level are applied to the rolls, and mustering out is the same as for the civilian occupations. On a roll of 12 on two dice, the dolphin has received a special award or other notice for particularly courageous or outstanding actions while in a combat situation, and may receive favorable treatment from humans it encounters. Aside from the skills learned as a result of the generation system for past experience, dolphins have no skill level in any other skills.

For every two years of a dolphin's age beyond 30 years, a saving throw of 8+ must be made to avoid loss of two hit points from the number it needs for it to go unconscious. If this number falls to zero or below due to these aging effects, the dolphin is assumed to have fallen ill and must make a saving throw of 10+ to survive. Having survived, the dolphin gets one hit point to go unconscious. Aging effects are applied immediately after generating the dolphin's age when it musters out of service. Note that this rule applies only to aging effects, and not to wounding effects in combat. Explanation of the skills dolphins may receive is found below.

+1 Hit: This indicates that one hit is added to the number the dolphin may take before it goes unconscious.

+1 Intelligence: Self-explanatory.

Brawling: This skill betters the dolphin's chance to hit with a snout ram. Ramming inflicts four dice of damage on an opponent and is treated as a cudgel for the purposes of armor penetration and range factors. Throw 8+ to hit, DM +1 for each level brawling skill.

Waldo Ops: A dolphin fitted with waldos (artificial arms) has a low chance of using them to perform any but the simplest task. Throw 13+ each round, DM +4 per level of Waldo Ops skill.

Verbalization: This skill allows the dolphin to understand commands given in Delphinese and to better communicate with humans. A dolphin may successfully communicate with a human in Delphinese on a score of 13+, and in Anglic on 19+, DM +4 per level of verbalization. Each attempt to communicate is assumed to take one minute.

Herding: This civilian skill involves locating schools of aquatic creatures and driving them to prepared nets or enclosures. The referee should determine specific throws for success.

Hunting: This is similar to hunting skill in supplement 4 (p 12), but applies only to marine life. The referee should generate specific throws for success.

Survival: This skill is like the human survival skill (book 4, p 15) and is applied to situations involving unfamiliar oceanic "wilderness".

Liaison: This skill is used as a DM on the reaction table when the dolphin encounters humans. It may also be used as a positive DM when communicating, liaison skill giving +1 per level for success.

Recon: This is similar to a human's recon ability, and will provide positive DMs in surprise situations and in scouting enemy positions and movements. Higher levels of skill allow the dolphin to better estimate enemy strength and positions. A dolphin must have verbalization skill to receive recon; otherwise, it is treated as hunting skill.

Tactics: This is similar to the human skill, but applies to small unit actions underwater. To receive this skill, a dolphin must have verbalization skill; otherwise, treat as herding skill.

Combat Engineering: As explained in Book 4, page 11, this skill involves the

BASIC SKILLS TABLE*

1	+1 Hit
2	+1 Hit
3	Brawling
4	+1 Intelligence
5	+1 Intelligence
6	Waldo Ops
7	Verbalization

CIVILIAN SKILLS TABLE*

1	Herding
2	Herding
3	Hunting
4	Brawling
5	Survival
6	Waldo Ops
7	Liaison

MILITARY SKILLS TABLE**

1	Brawling
2	Brawling
3	Recon
4	Waldo Ops
5	Tactics
6	Combat Engineering
7	Battle Dress

MUSTERING OUT TABLE

1	—
2	—
3	+1 Intelligence
4	+1 Intelligence
5	Verbalization
6	Waldo Set

** +1 if intelligence 9+.*

***+1 if tech level of homeworld 12+.*

proper placement of sensors and explosive devices in combat situations. Dolphins may use this skill as outlined for humans, with appropriate allowances for the marine environment. Verbalization skill is required to receive this skill; otherwise treat as survival skill.

Battle Dress: The nautical force commands of some worlds use dolphin troops equipped with a specialized form of battle dress (Type D). Type D battle dress cannot be put on a dolphin without the assistance of at least one human or two other dolphins equipped with waldos. The suit provides protection from damage as per normal battle dress, and gives full protection against waterborne poisons or waterlessness (the suit is water-filled behind the head in some models and has an atmosphere with 100% humidity in others). A set of waldos is built into the suit (receipt of battle dress skill automatically gives the dolphin Waldo Ops-1). Type D battle dress also has a sonar amplifier (range 1 km), integral grav belt, and air tanks. While using Type D battle dress, a dolphin may attain speeds of up to 75 kph in water (more if in a less dense medium such as air). These suits are usually armed with a missile/torpedo rack (carrying 5 of each). Dolphins with Waldo Ops 3 or higher may use any standard human weapon as well, although this will drastically reduce swimming speed.

The suits are camouflaged and are generally dark grey on top blending into a light grey or white on the lower surface. A specially fitted snout ram can inflict 8 dice of damage.

Type D battle dress can, with modifications, be used as a vacc suit for dolphins, but situations rarely develop where this is possible or necessary.

Waldo Set: This may be received on the mustering out table. These are a pair of artificial arms with 3-5 fingers each. They are available at tech level 7+, weigh 4 kg and reduce a swimming dolphin's speed by 50%. The average cost is Cr1000.

Roger E. Moore

SCAM

While between jobs and out in search of an evening's entertainment, the party is contacted by a distant acquaintance and taken to a secluded room where they are left alone with the occupant, a small, nervous-looking man.

The man introduces himself as Ansehlm Jotphar, a supervising clerk at a local branch of Transport Bonding and Underwriters, LIC, a local insurance firm. Jotphar has been employed by the firm for almost sixteen years, and currently supervises the receipt of premium payments. A series of personal financial reverses in the stock market required him to produce a quantity of cash, which he obtained by diverting funds from the company, intending to make up the shortage before it was detected. He has received a tip from a friend, however, which indicates that a surprise audit of all departments is to begin the next day, which will discover his misdeed and ruin him.

Jotphar asks that the group break in to the offices of TB&ULIC and destroy the computer holding the record of his crime, making the act appear to be vandalism by trashing the entire floor. He will provide the combination to the rear entrance to the building and a schedule of the security patrols in the building and the surrounding plaza.

Amber Zone

Jotphar cannot pay the group in money, but says he can arrange for the group to receive a list of every ship scheduled to leave planet within the next month with a cargo valued in excess of Cr10,000. He suggests that the group arrange to hijack one or more of these vessels.

To protect both parties, Jotphar asks the group to meet him in the same place

the same time next evening, when he will give them the list if the job has been done properly.

Referee's Information:

Jotphar's scheme is more complex than what has been outlined. The only shipment on the list he will give the players' group will be rare liquors valued at Cr10,000,000. In actual fact, the cargo is worth only Cr10,000, but a confederate of Jotphar's, an assessor for TB&ULIC, has overvalued the policy. After the players have hijacked the shipment, Jotphar will collect on the insured value of the stolen goods, split the money with his confederate, and vanish into the depths of space. The instructions he has given the players will result in the destruction of records concerning policies taken out in the last two months, including all connection between the liquor shipment and Jotphar's confederate. With luck, TB&ULIC will never find out they have been swindled.

The players will naturally be somewhat disturbed by all this, and will undoubtedly want to track Jotphar down and claim a larger reward.

The chances of the group finding Jotphar will depend on exactly how they go about tracking him. Liberal applications of cash to various interstellar passenger company clerks will probably reveal Jotphar's destination. Jotphar will be travelling under another name, and alert to pursuit.

If the players are clever in their investigations, and have a small amount of good luck, the referee should allow them to locate Jotphar. Jotphar, when found, will be in the middle of conducting a complex swindle which will have absorbed 90% of his funds. He will have spent the bulk of the rest in establishing a protective network around himself.

If the players decide to attack Jotphar, his bodyguard will protect him (the size and armament is up to the referee). If the group's actions are more moderate, Jotphar will offer them a part in the swindle, for a cut of the proceeds.

The flow of subsequent events must be determined by the referee.

Loren Wiseman

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most serious of infractions. They are also underpaid, and susceptible to bribes.

CENTRAL CITY

The central city is the retail and business district common to most starport cities. Located at some distance from the starport, it is reachable by public transportation such as a monorail system, air or ground taxis, or other such systems, depending on local tech level and geographical conditions. Here are located the best hotels, restaurants, and stores as well as bars and night clubs. Trade related businesses such as shipping lines and import/export firms maintain offices here too. Local laws are more rigidly enforced in the central city and a higher standard of conduct and and manners is expected here than in other areas.

Accordingly, starship crews do not regularly venture into the central business district. However, ship captains, senior merchants, naval and military officers, and ship owners may enter the central city on business or seeking better lodgings, food, and entertainment than can be found elsewhere in the city. Usually, food and accomodations that would fall in the "high living" category are only found here. In addition local citizens who are acquainted with or who do business with starship captains, such as cargo brokers and exporters, frequently entertain their clients at the private gaming and dining clubs located here.

Ship's crewmembers, soldiers on liberty, and adventurers will generally seek the same things when looking for rest and recreation on virtually any world. These include a place to sleep, some good meals, relaxing refreshments, and companionship generally of the opposite sex. A good gambling game is often sought, also.

DINING

After a week of ship's food that ranges from fairly good to nearly inedible in quality, the average crewmember on liberty is hungry for a good meal. So is a mercenary who has been living on field rations, not to mention the adventurer fresh in from the bush.

As noted in book 3, ordinary meals can be purchased for Cr 10, excellent meals for from Cr20 to 50.

Ordinary meals are easily found in the cafes of startown and in the cafeterias and snack shops in the central city.

For better food, characters must take the trouble to go to the central city. Here they will find the best restaurants, however, they might not get in. Most restaurants in this part of town follow a strict code of dress and decorum with most maitres'd frowning on starship jumpsuits or camouflage battle fatigues in their establishments. Even the garish clothes sold by startown tailors won't fool the keepers of the velvet rope. Characters with a social standing of 7 or less will generally not be admitted, and in any case, tables must be reserved in advance in the best places.

Accordingly, roll 2D with the following modifiers for a reservation on a roll of 6+. DM +1 for every Cr10 tip to the maitre'd + DM of bribery skill level. DM -4 if social standing is 7 or less, seating automatic if social standing is 10+.

Cities adjacent to starports are where the best and most diverse restaurants on a planet will usually be found. This is because these restaurants have the easiest access to imported foodstuffs, and the constant traffic of off-worlders through the starport creates a demand for many varied and exotic styles of cooking.

Agricultural worlds will have the

continued on page 38

Traveller characters will often find themselves in an urban environment and in need of rest and recreation. Indeed this is implied in the rules found in book 2 covering starship travel where starship crews are normally given a week's shore leave between voyages. Also, book 2 mentions that although crew members' room and board are supplied by the starship owner, spacehands manage to spend most of their pay anyway.

This article is a look at some ways crewmembers and others can spend their pay in pursuit of leisure activities.

R&R

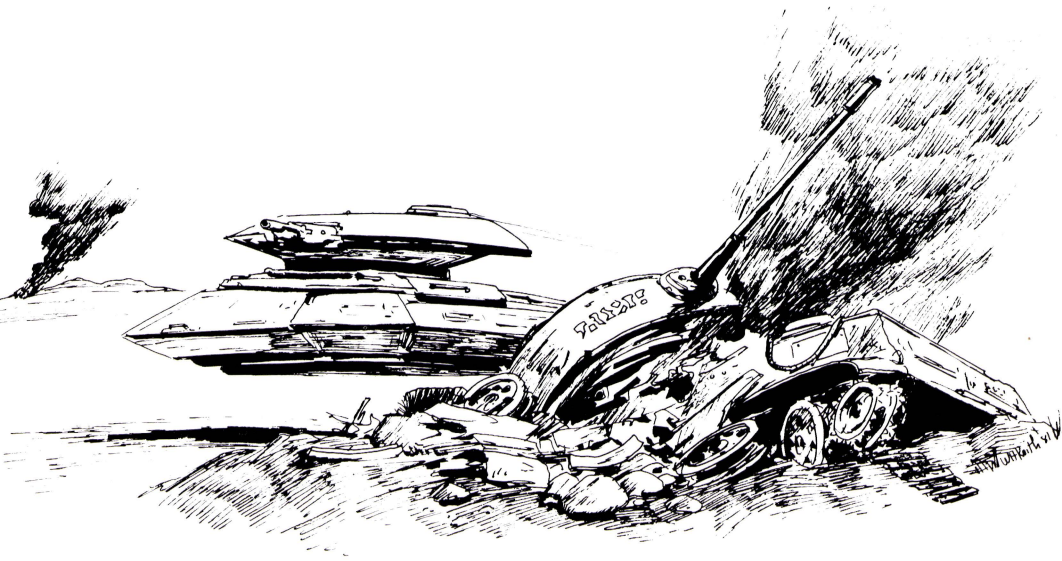
There are several areas generally found on a world that characters are likely to visit in search of rest and recreation.

These include:

STARTOWN

This is the area of a starport city located just outside the port's extra-territorial boundary fence. Like the waterfronts of old, startowns cater to the needs and desires of starship crewmembers, port workers, and petty criminals.

Startown is sleazy and rundown; it's considered to be the worst district of the spaceport city. Cheap taverns, brothels, hotels and gambling halls abound, wedged in among warehouses, the local ship's crew hiring hall, cargo brokers' offices, ship suppliers, passenger agents' offices, and the central cargo exchange. The city police usually maintain a large station in startown. Military units (regular and mercenary) and naval units garrisoned nearby also have police and shore patrols constantly roaming the area. Nonetheless, law enforcement authorities are overworked in startown, and overlook all but the



PURSUE AND DESTROY

The mercenary unit is part of a number of contingents hired by Enoc su-Krang, leader of a rebel group attempting to take over the government of Pynchan (C-656795-9). The war has gone on for several months, and the loyalist forces seemed on the verge of complete and total collapse when a loyalist commando strike killed su-Krang. The rebel army began to disintegrate immediately, and most of the high rebel leadership switched sides.

The testimony of these deserters indicated (wrongly) that the mercenary units were responsible for the many atrocities committed by the rebels and the entire planet was mobilized against the off-worlders.

Since the small mercenary contingents were spread throughout the rebel army as stiffeners, most of them were quickly overwhelmed and massacred by their former allies. Several small groups of mercs escaped and must now make their way to the starport and safety.

Amber Zone

Referee's Information:

The referee must devise a map of the terrain to be covered by the fugitives. Depending on the size and weapons of the group, the referee should place a greater or lesser number of geographic and military obstacles in their way. The group should have to make its way across 300 to 500 km of hostile territory.

The group will be chased by a number of tech level 9 mechanized units (the exact number is up to the referee) and will encounter them in platoon (3-5 vehicles) strength. Enemy tanks are track-layers and mount 12cm hypervelocity smoothbores and autocannons. APCs are also track layers with auto-

WEAPON SPECIFICATIONS

Weapon:	*Short:*	*Effective:*	*Extreme:*
Tac Missile (TL-11)	4000m (65)	6000m (65)	none
Tac Missile (TL-9)	3000m (55)	4000m (55)	none
Plasma A-gun	2000m (45)	3000m (35)	5000m (25)
12cm HVSB	1500m (40)	2500m (35)	4000m (30)
4cm RAM HEAP*	200m (22)*	400m (22)*	500m (22)*

penetration at a given range is in ()s following that range

* correction to Azhanti High Lightning weapons specs.

VEHICLE SPECIFICATIONS

(speed in Kms per hour)

Vehicle:	*Max. (sprint) Speed:*	*Cruise:*	*NOE:*	*Armor:*
Grav Tank (TL-11)	700	400	130	42
Grav APC (TL-11)	700	400	130	32
Tank (TL-9)	80	60	N/A	35
APC (TL-9)	100	70	N/A	28
Grav Sled (TL-9)	600	350	120	23

cannons and RAM auto-grenade launchers. Each APC carries a squad of 12 soldiers with 1 man-portable tac missile launcher (2 rounds), 1 RAM grenade launcher, 1 laser rifle/target designator, and 6 assault rifles. A few of the enemy units will be lift cavalry units equipped with grav sleds mounting 2 tac missiles and an autocannon (in addition to the squad mentioned above). Tanks carry a crew of four.

The players' group has a tech level 11 grav tank mounting a plasma A-gun and a tech level 11 grav APC mounting an autocannon and tac missile launcher rails (three missiles remaining). Players also have a RAM grenade launcher and a number of ACRs. Ammunition should be in short supply.

Vehicles may carry six additional passengers clinging to the outside, but these extras do not get the armor protection of the vehicle.

The referee should use Mercenary and the Azhanti High Lighting rules to run this scenario. For vehicles, a light wound = minor damage (1D6 hours to repair), serious wound = disabled (10D6 hours to repair), and death = destroyed. In addion, for minor damage, roll 1D6: 1 = speed reduced by ½; 2 = immobilized; 3 = Power out (no fire or movement); 4 = 1 crew casualty; 5 = 1 weapon disabled; 6 = no effect.

Frank Chadwick

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most abundant, least expensive, and highest quality food. Industrial worlds and poor worlds are likely to feature protein concentrates grown in yeast vats as the daily staple. Natural foods are likely to be imported, and will always be very expensive, with a natural food meal costing Cr 50 or more. Natural foods here means any foods derived from plants or animals as opposed to synthetic foods grown in vats from yeast, petroleum, or similar substances.

DRINKING

Alcoholic beverages are easily available and legal on most worlds (throw 12 on 2D for prohibition) except for worlds or regions ruled by theocratic dictatorships. Drunk and disorderly characters (the exact circumstances are the referee's option) are subject to arrest according to the planet's law level. Roll the law level or less (as often as the referee sees fit) for arrest. Local police on high law level worlds are more likely to make tavern checks as well.

The cost of alcoholic beverages varies widely depending on type and quality. For instance, a shot and a beer can be had in a startown bar for Cr.75 to Cr1. A beer alone would run from Cr.5 to Cr1.5 depending on quality and location of purchase. A good bottle of wine could range from Cr5 to Cr20 for local vintages while the rare Terran wines cost ten times as much or more per bottle, if available. A rare Terran varietal or *appellation controllee* wine would cost thousands of credits per case. (A single bottle of vintage 1022 *Hospice du Beune* sold for Cr7000 in an old wine auction on Capital recently, and a bottle of *Tokaj escenzia* was sold on the black market for Cr 12,000,000.)

Alcoholic beverages are cheapest on agricultural worlds where in many cases they are produced from surplus crops. They are most expensive on industrial worlds, especially sub-Terran and non-Terran worlds where they must be imported. Generally, governments find alcohol a lucrative revenue source and tax it heavily. Illegal distillation and sale of alcohol is a common occupation on many worlds. High quality beverages are likewise favorite commodities for smuggling. Import duties of 10 to 20 percent are not uncommon for alcohol unloaded at starports throughout the Imperium. (3+ on 1D for import duties on alcohol on a given world.)

Alcohol is a central nervous system depressant with cumulative effects. A character who indulges should subtract one from his dexterity rating for each two glasses of beer or each glass of wine drunk per hour and should subtract two for each glass of whiskey drunk per hour. When zero is reached, the character is drunk and cannot stand unassisted. If he or she is foolish enough to continue drinking at this point, begin subtracting points in the same way from the character's endurance rating. When endurance reaches zero, the character passes out. The character will remain unconscious for 2D hours and will recover with a hangover, also lasting 2D hours. While hung over, the character will have strength, dexterity, and endurance reduced by half.

Because alcohol also inhibits judgement, apply a DM of -3 to reaction table rolls for inebriated characters. Characters arrested for violent conduct while drunk can expect to spend 1D x 10 days in the local jail and will be held financially liable for property they damage.

CRIME

Star town is a rough neighborhood where many a liberty has been ruined by crimes committed against crewmembers and other adventurers.

Mugging by thugs is a fairly common occurance which often shows up on the random encounter table of book 3. Also, visiting spacehands are the favorite targets of many thieves.

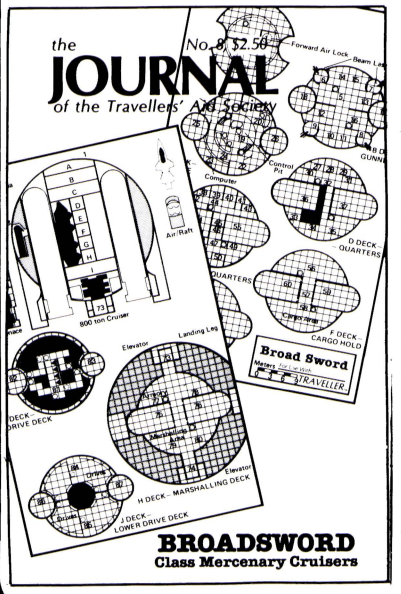
Characters may have their belongings stolen from dirtside hotel rooms, from starship staterooms if security is lax, have their pockets picket, or be "rolled" while engaged with a professional companion.

Shanghaiing is the ultimate danger starship crewmembers and other adventurers face in and around the bars and joyhouses of startown. If 12 exactly is rolled on the 2D crime roll, a non-player will invite an adventurer to drink with him. The drink will be drugged, rendering the adventurer unconscious. The adventurer will awaken 24 hours later, trussed up aboard a starship (8+ for it to be a pirate vessel) bound for parts unknown.

If 9+ is rolled on the crime roll, the adventurer is robbed of all his cash plus other valuables on his person. The circumstances of the theft and the objects stolen should be determined by the referee according to circumstances, but they should be a logical part of the character's activities. For example, a character on a drinking spree could be robbed while unconscious in an alley near the tavern. If he or she is on a crowded street downtown, his or her pocket may be picked. If engaged with a professional companion, his or her wallet might be lifted while he the player is otherwise distracted.

The referee should roll for theft only once during the week the character's ship is in port unless the character is unusually stupid (intelligence 5 or less). Then roll twice to simulate lack of care and foresight.

Terrence R. McInnes



Next Issue:

Broadsword class Mercenary Cruisers: Details of layout, origin, and use of 800 ton mercenary cruisers (including deck plans and copious illustrations) as originally mentioned in Traveller book 2, by Marc Miller.

The Umpire Strikes Back!: More advice to referees by J. Andrew Keith.

Contact! Vargr: A brief overview of another alien race as our latest feature continues.

The final installment of our High Guard revision material.

Plus: How to get maps of the moon and the planets, a bibliography of Traveller articles in all magazines, and more.

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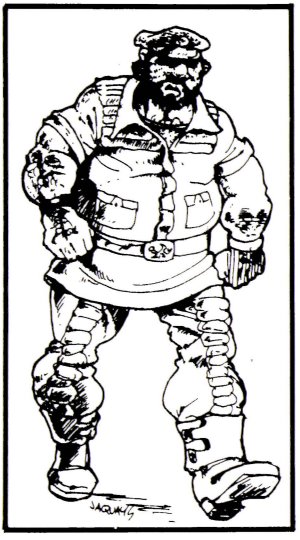

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